TOMB RAIDER

THE LOST ARTIFACT

EIDOS
INTERACTIVE

CORE

WARNING: READ THIS BEFORE PLAYING ANY COMPUTER/VIDEO GAME

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or computer monitor may induce an epileptic seizure in these individuals. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

INSTALLATION:

1. Quit all applications and close all windows on your desktop.

2. Place the Tomb Raider: The Lost Artifact CD your CD-ROM drive.

3. Upon closing your drive, the Tomb Raider: The Lost Artifact installation menu will appear.

Note: If Autorun is disabled on your computer, the installation menu will not appear. To manually access the installation menu, double-click on the "My Computer" icon on your desktop, then double-click on the CD-ROM icon that appears in the newly opened window. Finally, double click the AUTORUN.EXE file to open the installation menu.
From this point please follow the on-screen prompts to guide you through the installation process.
At the completion of the installation, you will be presented with the options to: play the game, quit without playing the game or read the Readme file. Refer to the Readme file for updates, manual alterations and troubleshooting.

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THE LOST ARTIFACT

Only minutes have passed since the hideous creature that Dr. Willard had become gasped the last breath of its violently short life cycle. The experiment had failed, the gleam of immortality returned to the stars from which it came.

Lara looks on silently, oblivious to the press of the bitter Antarctic wind. Suddenly a ragged figure emerges from the dark, gaping hole of the meteor cavern - it is Willard, a human reborn, but in the throes of death. A hand gestures wildly, a final guttural laugh tears through the silence, the figure slumps forward and is still.

With the snow already forming a ghastly shroud over the body, Lara quickly tears an object from the dead man's grasp. A wallet, its monogrammed 'W' now standing sadly against Willard's last earthly remains. Inside, the usual collection of tattered mementos, a hodge-podge of foreign currency and…but this cannot be! A familiar expression glides across Lara's face - an eyebrow raised by a wry and knowing smile. Before her, a telegram urging an immediate return to take possession of *another artifact* now secure beneath the Scottish mists at Willard's Loch Ness Estate.

"The adventure continues," says Lara, to nothing but Willard's dark laughter still ringing in her ears.

"So there is a fifth…"

In-Game Controls (DEFAULTS)
Lara
Cursor Keys
Use the Cursor Keys to move Lara around the playing area.

Key	Action
Ctrl	Action
Space Bar	Draw/holster weapons
Alt	Jump
End	Roll
<	Draw/throw Flare
Shift (in conjunction with Cursor Keys)	Walk/Side-step
?	Sprint when moving forward (Pressing Alt will make you dive and roll forward)
Ins (Keypad 0) (in conjunction with Cursor Keys)	Look
>	Duck
> (in conjunction with Cursor Keys)	Crawl
ESC	Pauses and displays Menu Rings

Hot Keys

Key	Action
1 ~ 8	Directly select available weapons
9	Use large Medi-pack
0	Use small Medi-pack
F5	Shortcut to Save Game Passport page
F6	Shortcut to Load Game Passport page
- (Keypad)	Shrink game window (in-game only)
+ (Keypad)	Increase game window (in-game only)

The Quad Bike

Left and Right Directional button	Turn Left & Right
Ctrl	Accelerate
Alt	Reverse
?	Handbrake
End (+ Left or Right Direction key)	Dismount

Note: while holding the Handbrake, pressing the Accelerator then releasing the Handbrake will provide a Turbo-Boost.

MENU RING CONTROLS

Use Up and Down on the Cursor Keys and the Action Key to select throughout all menus.
The ESC or Action Key also quits the FMV sequences.
Use Right and Left on the Cursor Keys to toggle through individual category options.
Use the Draw Key within the Menu screens to take you back to the previous screen until you arrive back at the Title Screen.

GAME OPTIONS

Passport - main game options

The passport allows you to start a new game, load a previously saved game or quit.
Press Action Key and the passport will flip open.
Pressing Left and Right flips you through the pages of the passport.
The first page allows you to choose and load a previously saved game.
The middle pages will start a new game or restart a level after death.
The last page of the passport quits the game.

Snapshot - Lara's home

Choose the SNAPSHOT to access the interactive training level. Lara will explain how the game controls work.
To exit Lara's home press the ESC Button and use the exit option within the passport.

Personal CD Player - sound effects and music

Press Action Key on the Personal Stereo, and you will be presented with two bars, the top bar sets music volume, the lower bar sets sound effects volume.
Press Up and Down to toggle between sound and music
Press Left and Right to adjust volume.

Keyboard - control configuration

Press Action on the Keyboard Option and you will be presented with a list of default keyboard controls. Use Left and Right Cursor Keys to select the user configurable keys. Once here, use the Cursor Keys to highlight any key you wish to change. Pressing Action on a highlighted control followed by another key will change control to that particular key.

Sunglasses - graphic options

Here you will be able to change your graphics configuration. In each category use Left and Right Cursor Keys to scroll through the available options. If you are running the game through hardware mode please consult the manufacturer's guidelines for optimum performance settings.
Note: Adjusting the Gamma will increase/decrease the relative lightness/darkness in the game.

ACTIONS/CONTROLS
Moving

Running/Sprinting
Pressing Up moves Lara forward at a running pace, pressing and holding the Sprint Key will make her temporarily sprint. A small energy bar will appear, when the bar depletes Lara will revert back to a run.
Pressing Down makes Lara jump back a short distance.
Pressing Left or Right turns Lara Left or Right.

Walking/Side Stepping
By pressing the Walk Key in conjunction with the Up & Down Cursor Keys, Lara can carefully walk forwards or backwards. By pressing the Walk Key in conjunction with the Left & Right Cursor Keys, Lara will Side Step. While the Walk Key is held down, Lara will not fall off any edge - if you walk up to an edge Lara will automatically stop.

Roll
Pressing the Roll Key will make Lara roll forward, and finish up facing the opposite direction. This also works when Lara is underwater.

Jumping
Lara can jump in any direction, to evade her enemies.
Press the Jump Key and Lara will jump straight up into the air.
If you press a Cursor Key immediately after pressing Jump, Lara will jump in that direction.
In addition, pressing Down or Roll straight after starting a forward jump makes Lara somersault in the air and land facing the opposite direction. This also works when jumping backwards by pressing Up or Roll immediately after takeoff.
NOTE: By jumping straight up while holding the Action key, Lara can "inch" her way forwards and grab those tricky ledges.

Swimming

Underwater
If Lara finds a deep pool of water, she can jump in, and swim around. Lara can hold her breath for about one minute; if she is still underwater after that she'll drown.
Pressing Up, Down, Left or Right makes Lara rotate in that direction.
Pressing the Jump Key makes Lara swim.
Lara can pull levers and pick up objects under water. Just position Lara as close as you can and press the Action Key.

Swimming on the surface
Left and Right will rotate her, and Up and Down make her swim in those directions. You can also use the side step actions to swim Left or Right when on the surface of the water.
Pressing the Jump Key will make Lara dive under the surface again, while pressing the Action Key when Lara is close to an edge will make her climb out.

Wading in shallow water
Lara won't swim in waist deep water; instead she wades. The controls are basically the same as when she is on dry land, except it is slower going and she can only jump on the spot, not in a direction.

Attacking

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons. Note that the pistols have unlimited ammunition.

Shooting

Press the Draw Key and Lara will draw her guns. If she sees something she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing the Action Key while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the Action Key is held down, regardless of whether or not Lara loses her lock. While the Action Key is held, Lara will only fire at the current target, ignoring any other enemy in the vicinity. If Lara loses sight of the enemy, it will break her lock, but that enemy will still be assigned as the current target.

The camera will track the current target, so even if Lara loses sight of it, you can still see where it is.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the right direction

If you want to shoot a different enemy, simply let go of the Action Key, and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands. These actions are described below.

Other Actions

Vaulting

If Lara is faced with an obstacle that she can climb over, pressing Up and the Action Key will make her vault onto it.

Climbing

Some walls are climbable. If Lara comes across such a surface, pressing Up and the Action Key will make her jump up (if there is room) and catch handholds on the wall. She will only hang on while Action is held down. She can then be made to climb up, down, left and right by pressing the Cursor Keys. Pressing the Jump Key will make Lara jump backwards away from the wall.

When Lara arrives at the top of the ladder she may be faced with a small opening, pressing the Crawl Key will make Lara duck and pressing Up on the Cursor Keys will make Lara crawl into the gap if she will fit.

Duck and Crawl

As described above Lara can Duck by pressing the Crawl Key and crawl by keeping that key pressed while using the Cursor Key to move her as you wish. Lara can also pick up objects while crawling. Simply position her right in front of the object and press the Action Key.

Grabbing hold

If Lara is near a ledge while she is jumping, pressing and holding the Action Key will allow her to grab the ledge in front of her and hang there. If a wall is climbable, Lara can catch onto it anywhere (not just ledges).

Press Left or Right, and Lara will shimmy sideways.

Pressing Up will make Lara climb up to the level above.

Let go of Action and Lara will drop.

Monkey swing

If Lara discovers an overhead frame, she may decide to monkey swing across it. To perform this press the Jump Key to jump up to the frame, the Action Key to grab on to the frame, and while still holding the Action Key, press Up or Down on the Cursor Keys to swing forwards or backwards. Pressing Left & Right Cursor Keys will make Lara hang and rotate. Releasing the Action Key will cause Lara to release the bars.

Picking objects up

Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press the Action Key and she will pick it up.

Often, enemies will drop objects when they are killed - it's always worth checking out their bodies just in case.

Using switches

Position Lara so that the switch is in front of her. Press the Action Key and she will use it.

Using puzzle items/keys

Position Lara so that the object receptor is in front of her. Press the Action Key and the Inventory Ring will appear. Left and Right will allow you to select the object you want to try, and pressing Action again will use it.

Using Flares

If Lara finds herself in the dark and has any flares in her inventory, she can get one out and light it by pressing the Flare Key. This will light up her surroundings for a minute or so, and while she is carrying it she can still vault or climb - they even work underwater. If she wishes to discard the flare, it can be dropped by pressing the Draw Key, to throw the flare a longer distance press the Flare button combination again. Lara can also light flares while crawling through tight spaces. Simply press the Draw Weapons Key, to put Lara into a crouch, then select a flare.

Pushing/pulling objects

Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold down the Action Key, Lara will get into her ready stance. Once she is ready, press Down to pull the block, and Up to push it, or if you decide you no longer wish to carry on with this task, simply release the Action Key.

Looking around

Pressing Look will make the camera go directly behind Lara, whatever the camera is currently doing. With Look held down, the Cursor Keys allow Lara to look around her. Once you let go of Look, the view returns to normal. (TIP: if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing just the Look button on its own will show you exactly what direction she is facing.)

IN GAME MENU RINGS

While in-game pressing the ESC key will display the Menu Rings.
Press Left and Right to rotate the menu ring.
Press the Action Key to select the foremost item.
Press Up or Down to swap between Inventory, Items and Options rings
(see Menu Ring for details of the options available).
Press ESC to deselect an item, and press the ESC Key again to exit
the Menu Rings.

INVENTORY RING

Stopwatch
Select the Stopwatch to display the time you have spent playing the current level
plus other statistics.

Weapons
The pistols are, by default, selected and ready to use. If you wish to use another
weapon (one that you may have found) simply select it and press the Action Key.
You can also see how much ammo is available to you here.

Small Medi-Pack
Using a small medi-pack (when collected) will restore 1/2 of Lara's health.

Large Medi-Pack
Using a large medi-pack (when collected) will fully restore Lara's health.
BEWARE: Some enemies and traps can poison you. Should you be poisoned, your
health bar will appear and begin to flash yellow - decreasing as it flashes. Use
either a small or large medi-pack to act as an antidote.

OPTIONS RING

Passport
The options open to you are: Load Game, Save Game or Quit to Title Screen.

Personal CD Player
Refer to Starting The Game as it does exactly the same as described there.

SAVE GAME
To save the game at any point, bring up the Passport Screen and select Save Game.
Select a slot and press Action, your Save Game will be automatically named.
You may also use F5 as a short-cut key to the Save Game Passport page.

LOAD GAME
To load a previously save game, proceed to the Menu Ring, select the Passport and
choose and select the game you wish to load.
You may also use F6 as a short-cut key to the Load Game Passport page.

STATISTICS SCREEN
At the end of each level you are presented with a Statistics screen. Here you will be
able to judge just how well you have performed.
At the successful completion of each level your health will be restored to 100%.
If you die in-game you will be presented with the Passport Screen. Here you will be
given the opportunity to load a previously saved game, restart the level or quit to the
Title Screen.

Highland Fling

It has been said: "Dead men tell no tales." Fortunately for Lara, Willard's wallet was screaming at her. Why would a dying man hold out his wallet to someone who just put an end to his life? Was Willard trying to tell Lara something? A warning, perhaps?

"Hmmm...what have we here?" Lara wondered, picking up a monogrammed leather wallet no doubt made from the hide of some poor, endangered species. Some foreign currency; a few English Pounds, Dutch Gliders, even Japanese Yen. A map of England, and what seems like a photo of Willard's estate. " Well, well," mused Lara, "it looks like I have a fan. He has a newspaper clipping of me. I didn't know he was so ... attached." A yellow piece of paper catches her eye. It's a telegram to Willard from one of his henchmen. "Fifth Artifact found stop. Delivery confirmed to your Loch Ness Estate stop." There's more in the message, but the rest is unreadable except to mention that someone else knows about the Fifth Artifact.

"So it's back to the UK for me. Where's that helicopter of mine?"

Willard's Lair

"Willard must have been holding something pretty special to have all of those guards around," thought Lara. "They must not know about the failure of his experiment - but the telegram said that the Fifth Artifact was here. It's obviously not in the main part of the castle - perhaps the Loch's natural seclusion hides a deeper, darker secret... A dungeon - perfect for subversive activities and hiding things! The best way to go? Find a locked gate and get on the other side of it."

Shakespeare Cliff

Lara, for once, was at a loss - someone else had reached the Fifth Artifact first. But who? The telegram had warned of someone else. They must have it. Whoever they were, they were good - Willard's guards continued to blindly guard something that wasn't there. And what of this glowing substance, deadly to the touch? A nasty little by-product of the missing artifact, no doubt... Stumped, Lara returned to her mansion to figure out her next move. A few days later, an unexpected intrusion on morning tea - and her next clue arrives blithely up the garden path, conveyed by a surly paperboy. The repairs to last week's tunnel explosion had begun - her morning paper reporting the destruction caused "by some unknown force." She notices that a "mysterious glowing substance" had been found in the mangled remains of the tunnel - a very familiar glow...

Lara grins as she concludes her breakfast... "Ugh! Cold tea! - but a piping hot trail."

Sleeping with the Fishes

After crawling through the tunnel debris, Lara finds a secret entrance to an underwater laboratory. Her competition for the Fifth Artifact seems to be well financed. The underwater loading docks must be for some sort of clandestine operation. Is this a government installation or a private enterprise? Lara knows of only one person with that kind of money ...

"It's a Madhouse... a Madhouse!"

Lara has become well acquainted with the Fifth Artifact and its terrifying powers. The quest should end now, but there are too many unanswered questions. Who's behind all of this? What were they planning to do with the Fifth Artifact? Why were the mutated prisoners being shipped to a closed down French zoo? Were there further experiments being carried on at the zoo? Just what kind of power does this Fifth Artifact have? All would doubtless become clear as Lara pulls herself ashore on a deserted French coast.

Credits

"Why aren't ye playin' me levels?"

Eidos Interactive Technical Support

Please read the following section before calling technical support:

Because of the millions of different hardware and software combinations possible with today's Personal Computers, you may still have to refer to your computer manufacturer or software publisher to properly configure their product to run our game.

Contacting Tech Support

If you have questions about the game, our Technical Support Department is here to help. Our web site contains up-to-date information on the most common difficulties with our products; this information is the same as that used by our support agents. If you are unable to find the information you need on our web site, please fell free to contact us via e-mail, fax, telephone or letter.

If you need to talk to someone immediately, call us at (415) 547-1244. We are available to take your calls Monday through Friday between 9:00 a.m. to 5:00 p.m., Pacific Standard Time. If possible, be at your computer when you call. The support representative will need specific information about your computer and may need you to access or change some of the files while you are on the telephone. If it is impossible for you to be at your computer, be sure to have the following information:

- · A listing of your computer's hardware and the settings from Device Manager, including what sound and video card your system has. (Contact your computer manufacturer if you aren't sure.)
- · What version of Windows™ you are using.
- · What version of DirectX™ is currently loaded on your computer.
- · How the game is currently configured.

Note: Our Technical Support agents do not have access to game hints, tips, strategies or codes.

How to Reach Us:

World Wide Web: http://www.eidosinteractive.com/help.html

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